```
BBBBBBBBBBBB        AAAAAAAAA       SSSSSSSSSSS  RRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
BBBBBBBBBBBB        AAAAAAAAA       SSSSSSSSSSS  RRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
BBBBBBBBBBBB        AAAAAAAAA       SSSSSSSSSSS  RRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
BBB          BBB   AAA         AAA  SSS          RRR         RRR       TTT        LLL
BBB          BBB   AAA         AAA  SSS          RRR         RRR       TTT        LLL
BBB          BBB   AAA         AAA  SSS          RRR         RRR       TTT        LLL
BBB          BBB   AAA         AAA  SSS          RRR         RRR       TTT        LLL
BBB          BBB   AAA         AAA  SSS          RRR         RRR       TTT        LLL
BBB          BBB   AAA         AAA  SSS          RRR         RRR       TTT        LLL
BBBBBBBBBBBB       AAA         AAA     SSSSSSSSS    RRRRRRRRRRR       TTT        LLL
BBBBBBBBBBBB       AAA         AAA     SSSSSSSSS    RRRRRRRRRRR       TTT        LLL
BBBBBBBBBBBB       AAA         AAA     SSSSSSSSS    RRRRRRRRRRR       TTT        LLL
BBB          BBB   AAAAAAAAAAAAAAA           SSS  RRR   RRR         TTT        LLL
BBB          BBB   AAAAAAAAAAAAAAA           SSS  RRR   RRR         TTT        LLL
BBB          BBB   AAAAAAAAAAAAAAA           SSS  RRR   RRR         TTT        LLL
BBB          BBB   AAA         AAA           SSS  RRR      RRR      TTT        LLL
BBB          BBB   AAA         AAA           SSS  RRR      RRR      TTT        LLL
BBB          BBB   AAA         AAA           SSS  RRR      RRR      TTT        LLL
BBBBBBBBBBBB       AAA         AAA  SSSSSSSSSSS  RRR         RRR    TTT        LLLLLLLLLLLLLLL
BBBBBBBBBBBB       AAA         AAA  SSSSSSSSSSS  RRR         RRR    TTT        LLLLLLLLLLLLLLL
BBBBBBBBBBBB       AAA         AAA  SSSSSSSSSSS  RRR         RRR    TTT        LLLLLLLLLLLLLLL
```

FILEID**BASVAL

```
BBBBBBBB      AAAAAA      SSSSSSSS  VV      VV    AAAAAA    LL
BBBBBBBB      AAAAAA      SSSSSSSS  VV      VV    AAAAAA    LL
BB      BB  AA      AA  SS        VV      VV  AA      AA  LL
BB      BB  AA      AA  SS        VV      VV  AA      AA  LL
BB      BB  AA      AA  SS        VV      VV  AA      AA  LL
BB      BB  AA      AA  SS        VV      VV  AA      AA  LL
BBBBBBBB    AA      AA    SSSSSS    VV      VV  AA      AA  LL
BBBBBBBB    AA      AA    SSSSSS    VV      VV  AA      AA  LL
BB      BB  AAAAAAAAAA          SS  VV      VV  AAAAAAAAAA  LL
BB      BB  AAAAAAAAAA          SS  VV      VV  AAAAAAAAAA  LL
BB      BB  AA      AA          SS    VV  VV    AA      AA  LL              ....
BB      BB  AA      AA          SS    VV  VV    AA      AA  LL              ....
BBBBBBBB    AA      AA  SSSSSSSS        VV      AA      AA  LLLLLLLLLL      ....
BBBBBBBB    AA      AA  SSSSSSSS        VV      AA      AA  LLLLLLLLLL      ....

LL              IIIIII      SSSSSSSS
LL              IIIIII    SSSSSSSS
LL                II      SS
LL                II      SS
LL                II      SS
LL                II      SS
LL                II        SSSSSS
LL                II        SSSSSS
LL                II              SS
LL                II              SS
LL                II              SS
LL                II              SS
LLLLLLLLLL      IIIIII    SSSSSSSS
LLLLLLLLLL      IIIIII    SSSSSSSS
```

Table of contents

```
0000     1          .TITLE  BAS$VAL                 ; Convert text to numeric
0000     2          .IDENT  /2-004/                 ; File: BASVAL.MAR  Edit: MDL2004
0000     3 ;
0000     4 ;*****************************************************************************
0000     5 ;*                                                                           *
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0000    23 ;*                                                                           *
0000    24 ;*                                                                           *
0000    25 ;*****************************************************************************
0000    26 ;
0000    27 ;
0000    28 ; FACILITY: RTL BASIC language support
0000    29 ;++
0000    30 ; ABSTRACT:
0000    31 ;
0000    32 ; Performs conversion of character strings containing numbers to
0000    33 ; floating datatypes.
0000    34 ;
0000    35 ;--
0000    36 ;
0000    37 ; VERSION: 2
0000    38 ;
0000    39 ; HISTORY:
0000    40 ;
0000    41 ; AUTHOR: R. Will, CREATION DATE: 1-Mar-79
0000    42 ;
0000    43 ; MODIFIED BY:
0000    44 ;
0000    45 ; R. Will, 1-Mar-79: VERSION 01
0000    46 ; 1-001 - original
0000    47 ; 1-002 - Change entry point name to BAS$VAL_L.  JBS 02-MAY-1979
0000    48 ; 1-003 - Add BASIC linkages for scaling.  RW  26-JUN-79
0000    49 ; 1-004 - Use new conversion routines.  RW 9-Jul-79
0000    50 ; 1-005 - Add an optional second argument to BAS$VAL_D.  JBS 30-JUL-1979
0000    51 ; 1-006 - Don't let conversion routine round for single precision. RW 20-Aug-79
0000    52 ; 1-007 - Change bit set for integer ignore tabs.  RW  30-Aug-79
0000    53 ; 1-008 - Rechange bit set for integer ignore tabs.  RW  31-Aug-79
0000    54 ; 1-009 - KLUDGE!!!! WORKAROUND OTSCVTTIL BUG.  CHANGE CALL BACK.  RW 7-SEPT-79
0000    55 ; 1-010 - Remove kludge of edit 9.  RW  11-Sept-79
0000    56 ; 1-011 - String cleanup, don't use $STR$ macros.  30-Oct-79
0000    57 ; 1-012 - Integerize after scaling.  JBS 18-DEC-1979
```

```
0000     58 ; 1-013 - Change MTH$DFLOOR to MTH$DINT.  JBS 20-DEC-1979
0000     59 ; 1-014 - Add support for g and h floating.  PLL 25-Sep-81
0000     60 ; 1-015 - Add support for packed decimal.  PLL 8-Feb-82
0000     61 ; 1-016 - Decimal entry point should check a flag in the frame before
0000     62 ;         calling the conversion routine.  PLL 30-Jun-1982
0000     63 ; 2-001 - Adapted from OTS$CVTTR, version 1-010, from OTS$CVTTIL,
0000     64 ;         version 1-007 and from BAS$VAL, version 1-007.
0000     65 ;         MDL 15-Jul-1982
0000     66 ; 2-002 - use new routine OTS$$RET_A_CVT_TAB_R1 to get the address of the
0000     67 ;         convert table.  make external ref's PIC.  MDL 23-Jun-1983
0000     68 ; 2-003 - minor bugfix in BAS$VAL_P.  MDL 25-Jul-1983
0000     69 ; 2-004 - BAS$VAL_D takes scale factor by VALUE, not by REF.  MDL 8-Feb-1984
0000     70 ;--
```

```
                        0000     72          .SBTTL  DECLARATIONS
                        0000     73
                        0000     74 ;
                        0000     75 ; INCLUDE FILES:
                        0000     76 ;
                        0000     77
                        0000     78 ;
                        0000     79 ; EXTERNAL SYMBOLS:
                        0000     80 ;
                        0000     81          .DSABL  GBL
                        0000     82          .EXTRN  BAS$HANDLER             ; BASIC handler routine
                        0000     83          .EXTRN  BAS$K_ILLNUM            ; illegal numeric input
                        0000     84          .EXTRN  OTS$$RET_A_CVT_TAB_R1   ; Convert table address routine
                        0000     85          .EXTRN  BAS$CVT_T_P             ; Convert text to packed routine
                        0000     86          .EXTRN  OTS$$CVT_MUL            ; Conversion multiply routine
                        0000     87          .EXTRN  BAS$$STOP               ; general purpose abort routine
                        0000     88          .EXTRN  BAS$$SCALE_L_R1         ; generates scale value
                        0000     89          .EXTRN  MTH$DINT                ; intgerization routine
                        0000     90
                        0000     91 ;
                        0000     92 ; MACROS:
                        0000     93 ;
                        0000     94
                        0000     95 ;
                        0000     96 ; PSECT DECLARATIONS:
                        0000     97 ;
                        0000     98
                    00000000     99          .PSECT  _BAS$CODE       PIC, SHR, LONG, EXE, NOWRT
                        0000    100
                        0000    101 ;
                        0000    102 ; EQUATED SYMBOLS:
                        0000    103 ;
                        0000    104
                        0000    105 ;+
                        0000    106 ;  W A R N I N G  !!!!!!!!!!          W A R N I N G  !!!!!!!!!!
                        0000    107 ;
                        0000    108 ;  The following definitions are duplicated from the BLISS require
                        0000    109 ;  file BASFRAME.REQ.  If any changes are made, they MUST be duplicated
                        0000    110 ;  in both places!
                        0000    111 ;-
                    0000000C    0000    112          BSF$A_SAVED_FP  = 12           ; saved Frame Pointer
                    FFFFFFE6    0000    113          BSF$W_FCD_FLAGS = -26          ; flags longword in caller's frame
                    00000009    0000    114          BSF$M_FCD_RND   = 9            ; "round" bit (in flags longword)
                                0000    115
                                0000    116 ;+
                                0000    117 ; argument pointer offsets
                                0000    118 ;-
                    00000004    0000    119          string          = 4
                                0000    120
                                0000    121 ;+
                                0000    122 ; bits in flags longword passed to conversion routine
                                0000    123 ;-
                    00000001    0000    124          ignore_blanks   = 1
                    00000010    0000    125          ignore_tabs     = 16
                    00000008    0000    126          dont_round      = 8
                                0000    127
                                0000    128 ;+
```

```
                     0000   129 ; entry masks
                     0000   130 ;-
00000FFC             0000   131         REGMASK         = ^M< R2, R3, R4, R5, R6, R7, R8, R9, R10, R11 >
00000FF0             0000   132         REGMASK_H       = ^M< R4, R5, R6, R7, R8, R9, R10, R11 >
                     0000   133                                 ; register save mask
                     0000   134                                 ; Note: integer overflow not enabled
                     0000   135
                     0000   136 ;+
                     0000   137 ; The following symbols are used to indicate the bit position of the flag
                     0000   138 ; register.
                     0000   139 ;-
                     0000   140
0000001F             0000   141         V_NEGATIVE      = 31            ; flag bit: 1 if negative sign
0000001E             0000   142         V_DEC_POINT     = 30            ; flag bit: 1 if decimal point is seen
40000000             0000   143         M_DEC_POINT     = 1@30          ; mask for V_DEC_POINT
0000001D             0000   144         V_NEG_DECEXP    = 29            ; flag bit: T if exponent has negative sign
20000000             0000   145         M_NEG_DECEXP    = 1@29          ; mask for V_NEG_DEXEXP
0000001C             0000   146         V_DECEXP        = 28            ; flag bit: T if exponent field exist
10000000             0000   147         M_DECEXP        = 1@28          ; mask for V_DECEXP
0000001B             0000   148         V_EXT_BITS      = 27            ; flag bit: T if extension bits
                     0000   149                                         ; wanted
08000000             0000   150         M_EXT_BITS      = 1@27          ; mask for V_EXT_BITS
                     0000   151
00000010             0000   152         V_DIGIT         = 16            ; flag bit: 1 if digit is seen
00010000             0000   153         M_DIGIT         = 1@16          ; mask for V_DIGIT
                     0000   154 ;+
                     0000   155 ; Literals for data types
                     0000   156 ;-
00000000             0000   157         K_DTYPE_D       = 0             ; D-floating
00000001             0000   158         K_DTYPE_G       = 1             ; G-floating
00000002             0000   159         K_DTYPE_H       = 2             ; H-floating
00000003             0000   160         K_DTYPE_F       = 3             ; floating
                     0000   161
                     0000   162 ;+
                     0000   163 ; Temporary stack offsets
                     0000   164 ;-
                     0000   165
00000000             0000   166         TEMP            = 0             ; temporary storage during
                     0000   167                                         ; 8 word shift
00000004             0000   168         FLAG            = 4             ; flag storage
                     0000   169                                         ; was R6 in FOR$CNV_IN_DEFG
00000008             0000   170         DIGITS          = 8             ; digits to right of decimal
                     0000   171                                         ; point (was R7)
0000000C             0000   172         DECEXP          = 12            ; Decimal exponent
00000010             0000   173         DTYPE           = 16            ; Datatype code
                     0000   174
                     0000   175 ;+
                     0000   176 ; Stack offsets for OTS$$CVT_MUL routine
                     0000   177 ;-
00000014             0000   178         BINNUM          = 20            ; Binary fraction storage
00000024             0000   179         INT             = 36            ; Overflow area for BINNUM
00000028             0000   180         BINEXP          = 40            ; Binary exponent
0000002C             0000   181         PRODF_4         = 44            ; Multiply temporary
00000030             0000   182         PRODF           = 48            ; Multiply temporary
00000040             0000   183         CRY             = 64            ; Carry save area
00000050             0000   184         FRAME           = CRY + 16      ; Stack frame size
                     0000   185
```

```
                     0000   186 ;+
                     0000   187 ; Constants
                     0000   188 ;-
                     0000   189
OCCCCCCC             0000   190          L_2P31_DIV_10   = 214748364      ; (2**31)/10
                     0000   191
```

```
                        .SBTTL  BAS$VAL_x - convert text to floating

                ;++
                ; FUNCTIONAL DESCRIPTION:
                ;
                ;       BAS$VAL_x converts a text string containing a representation
                ;       of a numeric value to a floating representation of that
                ;       value.
                ;
                ;       The description of the text representation converted by
                ;       BAS$VAL_x is as follows:
                ;
                ;               <0 or more blanks>
                ;               <"+", "-" or nothing>
                ;               <0 or more decimal digits>
                ;               <"." or nothing>
                ;               <0 or more decimal digits>
                ;               <exponent or nothing, where exponent is:
                ;                       <       <"E", "e", "D", "d", "Q", "q">
                ;                               <0 or more blanks>
                ;                               <"+", "-" or nothing>>
                ;                               or
                ;                               <"+" or "-">>
                ;                       <0 or more decimal digits>>
                ;               <end of string>
                ;
                ;               Notes:
                ;                       the only valid exponent letters are
                ;                       "E" and "e"; any others will be treated
                ;                       as an invalid character.
                ;
                ;                       tab and blank characters are ignored.
                ;
                ;                       exponent must start with a valid exponent letter.
                ;
                ; CALLING SEQUENCE:
                ;
                ;       value.wlc.v = BAS$VAL_x (in_str.rt.dx [, scale_factor.rl.v])
                ;
                ;       where "x" is the datatype of the floating value, either
                ;       F, D, G or H.
                ;
                ; INPUT PARAMETERS:
                ;
00000004        ;       in_str          = 4             ; input string descriptor by
                ;                                       ; reference.
00000008        ;       scale_val       = 8             ; optional scale value
                ;
                ;
                ; IMPLICIT INPUTS:
                ;
                ;       NONE
                ;
                ; OUTPUT PARAMETERS:
```

```
                     0000   250 ;
00000008             0000   251 ;       value           = 8             ; floating result by ref
00000018             0000   252 ;       ext_bits        = 24            ; If present, the value will
                     0000   253 ;                                       ; NOT be rounded and the first
                     0000   254 ;                                       ; n bits after truncation will
                     0000   255 ;                                       ; be returned in this argument.
                     0000   256 ;                                       ; For D-floating, the next 8 bits
                     0000   257 ;                                       ; are returned as a byte.
                     0000   258 ;                                       ; For G and H floating, 11 and 15
                     0000   259 ;                                       ; bits are returned, respectively,
                     0000   260 ;                                       ; as a word, left-adjusted.
                     0000   261 ;                                       ; These values are suitable for
                     0000   262 ;                                       ; use as the extension operand
                     0000   263 ;                                       ; in an EMOD instruction.
                     0000   264 ;                                       ; WARNING:  The bits returned for
                     0000   265 ;                                       ; H-floating may not be precise,
                     0000   266 ;                                       ; due to the fact that calculations
                     0000   267 ;                                       ; are only carried to 128 bits.
                     0000   268 ;                                       ; However, the error should be
                     0000   269 ;                                       ; small.  D and G datatypes
                     0000   270 ;                                       ; return guaranteed exact bits,
                     0000   271 ;                                       ; but they are not rounded.
                     0000   272 ;
                     0000   273 ;
                     0000   274 ; IMPLICIT OUTPUTS:
                     0000   275 ;
                     0000   276 ;       NONE
                     0000   277 ;
                     0000   278 ; COMPLETION CODES:
                     0000   279 ;
                     0000   280 ;       BAS$K_ILLNUM    - Error if illegal character in input or
                     0000   281 ;                         overflow.
                     0000   282 ;       SS$_NORMAL      - success
                     0000   283 ;
                     0000   284 ; SIDE EFFECTS:
                     0000   285 ;
                     0000   286 ;       NONE
                     0000   287 ;
                     0000   288 ;--
                     0000   289
                     0000   290
                     0000   291
                 0FF0 0000   292         .ENTRY  BAS$VAL_H, REGMASK_H
                     0002   293                                         ; entry for BAS$VAL_H
5E  00000050 8F   C2 0002   294         SUBL2   #FRAME, SP              ; Create stack frame
      10 AE   02   D0 0009   295         MOVL    #K_DTYPE_H, DTYPE(SP)   ; Set datatype code
              45   11 000D   296         BRB     COMMON                  ; Go to common code
                     000F   297
                 0FFC 000F   298         .ENTRY  BAS$VAL_G, REGMASK
                     0011   299                                         ; entry for BAS$VAL_G
5E  00000050 8F   C2 0011   300         SUBL2   #FRAME, SP              ; Create stack frame
      10 AE   01   D0 0018   301         MOVL    #K_DTYPE_G, DTYPE(SP)   ; Set datatype code
              36   11 001C   302         BRB     COMMON                  ; Go to common code
                     001E   303
                 0FFC 001E   304         .ENTRY  BAS$VAL_F, REGMASK
                     0020   305                                         ; entry for BAS$VAL_F
5E  00000050 8F   C2 0020   306         SUBL2   #FRAME, SP              ; Create stack frame
```

```
                10 AE    03   D0  0027   307          MOVL    #K_DTYPE_F, DTYPE(SP)   ; Set datatype code
                         27   11  002B   308          BRB     COMMON                  ; Go to common code
                                  002D   309
                             0FFC 002D   310          .ENTRY  BAS$VAL_D, REGMASK
                                  002F   311                                          ; entry for BAS$VAL_D
           5E   00000050 8F    C2  002F   312          SUBL2   #FRAME, SP              ; Create stack frame
                10 AE    00   D0  0036   313          MOVL    #K_DTYPE_D, DTYPE(SP)   ; Set datatype code
                   02    6C   91  003A   314          CMPB    (AP), #2                ; Optional scale value present?
                         06   1F  003D   315          BLSSU   MAKE_VALUE              ; no, make one up
                5A    08 AC    D0  003F   316          MOVL    scale_val(AP), R10      ; yes, get it
                         0F   11  0043   317          BRB     COMMON
                                  0045   318
                                  0045   319 MAKE_VALUE:
                50    0C AD    D0  0045   320          MOVL    BSF$A_SAVED_FP(FP), R0  ; get scale factor from caller's frame
                00000000'GF    16  0049   321          JSB     G^BAS$$SCALE_L_R1       ; determine scale value (place in R0)
                   5A    50   D0  004F   322          MOVL    R0, R10                 ; put it where it belongs
                         00   11  0052   323          BRB     COMMON
                                  0054   324
                                  0054   325 ;+
                                  0054   326 ;       Register usage and abbreviations:
                                  0054   327 ;
                                  0054   328 ;       R0 - Generally count of input characters remaining.
                                  0054   329 ;       R1 - Generally pointer to input character.
                                  0054   330 ;       R2 - Generally holds decimal exponent.
                                  0054   331 ;       R3 - Used first to hold current character, then as
                                  0054   332 ;            extra precision bits for the fraction.
                                  0054   333 ;       R4-R7 - The 128 bit binary fraction.
                                  0054   334 ;       R8 - Count of digits seen after overflow.
                                  0054   335 ;       R9 - Count of significant digits seen in fraction (number of
                                  0054   336 ;            digits currently held in R4:R7).
                                  0054   337 ;       R10 - optional scale value.
                                  0054   338 ;
                                  0054   339 ;       FAC: Binary fraction, R4-R7.
                                  0054   340 ;-
                                  0054   341
                                  0054   342 COMMON:
                      04 AE    D4  0054   343          CLRL    FLAG(SP)                ; clear flags
                                  0057   344
                50    04 BC    7D  0057   345 5$:      MOVQ    @in_str(AP), R0         ; R0 will get string length, the
                                  005B   346                                          ; CLASS and TYPE fields will go
                                  005B   347                                          ; away after the first SKPC.
                                  005B   348                                          ; R1 points to input string.
                         52    D4  005B   349          CLRL    R2                      ; R2 = DECIMAL_EXPONENT = 0
                         54    7C  005D   350          CLRQ    R4                      ; R4-R7 = FAC = 0
                         56    7C  005F   351          CLRQ    R6
                      08 AE    D4  0061   352          CLRL    DIGITS(SP)              ; digits in fraction
                                  0064   353
                         58    7C  0064   354 10$:     CLRQ    R8                      ; Clear digit counts (R8 & R9).
                                  0066   355
```

```
                                0066   357 ;+
                                0066   358 ; Find first non-blank.  If none, return zero.  Otherwise process
                                0066   359 ; character.
                                0066   360 ;-
                                0066   361
          61    50    20    3B  0066   362 20$:    SKPC    #^A/ /, R0, (R1)        ; skip blanks
                                006A   363                                        ; R0 = #CHAR_REMAINING
                                006A   364                                        ; R1 = POINTER_TO_INPUT
                                006A   365                                        ; Z bit is set if all blanks
                      03    14  006A   366          BGTR    30$                   ; non-blank found?
                   00E6     31  006C   367          BRW     ZERO                  ; if not, return zero
                53    61    9A  006F   368 30$:    MOVZBL  (R1), R3              ; R3 = ASCII(current_char)
                09    53    D1  0072   369          CMPL    R3, #9                ; Is character a tab?
                      08    12  0075   370          BNEQ    35$                   ; No
                      51    D6  0077   371          INCL    R1                    ; Yes, bump pointer
                   EA 50    F5  0079   372          SOBGTR  R0, 20$               ; Decrement character count
                   00D6     31  007C   373          BRW     ZERO                  ; Value is zero
                2D    53    91  007F   374 35$:    CMPB    R3, #^A/-/            ; is current char a "-" sign?
                      05    12  0082   375          BNEQ    40$                   ; branch if not
          15 04 AE    1F    E3  0084   376          BBCS    #V_NEGATIVE, FLAG(SP), DIGIT_LOOP
                                0089   377                                        ; set negative flag and continue
                2B    53    91  0089   378 40$:    CMPB    R3, #^A/+/            ; is current char a "+" sign?
                      10    13  008C   379          BEQL    DIGIT_LOOP            ; yes, ignore and continue
                2E    53    91  008E   380          CMPB    R3, #^A/./            ; is current char a "."?
                      15    12  0091   381          BNEQ    CHECK_DIGIT           ; no, should be a digit
    04 AE    40000000    8F    C8  0093   382          BISL    #M_DEC_POINT, FLAG(SP)  ; set decimal point encountered
                08 AE    D4  009B   383          CLRL    DIGITS(SP)            ; ignore digits_in_fract
                                009E   384
```

```
                                009E   386 ;+
                                009E   387 ; Collect integer and fraction digits.  Blanks and tabs are ignored.
                                009E   388 ;-
                                009E   389
                                009E   390 DIGIT_LOOP:
                      031A   30 009E   391         BSBW    RGET                            ; get a new character
                         50   D5 00A1   392         TSTL    R0                              ; check for end of string
                         03   14 00A3   393         BGTR    CHECK_DIGIT                     ; continue if positive
                      00A9   31 00A5   394         BRW     SCALE                           ; done if string empty
                                00A8   395 CHECK_DIGIT:
                   53   30   C2 00A8   396         SUBL    #^A/0/, R3                      ; convert to numeric
                   09   53   D1 00AB   397         CMPL    R3, #9                          ; is it a digit?
                         22   1A 00AE   398         BGTRU   NOT_DIGIT                       ; no
04 AE    00010000   8F   C8   00B0   399         BISL    #M_DIGIT, FLAG(SP)              ; yes, set digit encountered
   0CCCCCCC   8F   57   D1   00B8   400         CMPL    R7, #L_2P31_DIV_10              ; check highest part of FAC to
                                00BF   401                                                 ; see if it is too big to
                                00BF   402                                                 ; multiply by 10.
                         04   1B 00BF   403         BLEQU   10$                             ; it's ok
                         58   D6 00C1   404         INCL    R8                              ; overflow, bump counter
                         03   11 00C3   405         BRB     2$                              ; skip multiplication
                      0309   30 00C5   406 10$:     BSBW    MUL10_R9                        ; Multiply FAC by 10 and add R3.
      D1 04 AE          1E   E1 00C8   407 2$:      BBC     #V_DEC_POINT, FLAG(SP), DIGIT_LOOP
                                00CD   408                                                 ; check to see if decimal
                                00CD   409                                                 ; point has been seen
                                00CD   410                                                 ; - continue if not.
                   08 AE   D6   00CD   411         INCL    DIGITS(SP)                      ; bump DIGITS
                         CC   11 00D0   412         BRB     DIGIT_LOOP                      ; branch back to read more
                                00D2   413
```

```
                                00D2   415 ;+
                                00D2   416 ; A non-digit has been found.  Check for decimal point or exponent letter.
                                00D2   417 ;-
                                00D2   418
                                00D2   419 NOT_DIGIT:
FFFFFFFE 8F    53    D1         00D2   420          CMPL    R3, #<^A/./-^A/0/>      ; check if current char is a "."
              0D    13         00D9   421          BEQL    DECIMAL_POINT           ; branch to DECIMAL_POINT if yes
        15    53    D1         00DB   422          CMPL    R3, #<^A/E/-^A/0/>      ; "E"?
              16    13         00DE   423          BEQL    EXPON                   ; process exponent
        35    53    D1         00E0   424          CMPL    R3, #<^A/e/-^A/0/>      ; "e"?
              11    13         00E3   425          BEQL    EXPON                   ; process exponent
           008B     31         00E5   426          BRW     ERROR                   ; none of the above => ERROR.
                               00E8   427
                               00E8   428 ;+
                               00E8   429 ; Decimal point has been found
                               00E8   430 ;-
                               00E8   431
                               00E8   432 DECIMAL_POINT:
06 04 AE    1E    E2           00E8   433          BBSS    #V_DEC_POINT, FLAG(SP), 10$     ; error if duplicate
        08 AE    D4           00ED   434          CLRL    DIGITS(SP)              ; reset DIGITS
           FFAB     31         00F0   435          BRW     DIGIT_LOOP              ; get fraction digits
           007D     31         00F3   436 10$:     BRW     ERROR
```

```
                                00F6   438 ;+
                                00F6   439 ; we have an exponent.  see if we have gotten any digits yet; if we
                                00F6   440 ; haven't, this is an error.
                                00F6   441 ;-
                                00F6   442 EXPON:
          03 04 AE    10    E0  00F6   443          BBS     #V_DIGIT, FLAG(SP), EXPON_DIGITS
                0075  31    00FB   444          BRW     ERROR                   ; if digit seen bit not set, error
                                00FE   445
                                00FE   446 ;+
                                00FE   447 ; Loop to collect digits, store the accumulated DECIMAL_EXPONENT in R2
                                00FE   448 ;-
                                00FE   449 EXPON_DIGITS:
                      50    D7  00FE   450          DECL    R0                      ; skip over letter
                      3F    15  0100   451          BLEQ    EXP_DONE                ; done if string empty
                      51    D6  0102   452          INCL    R1                      ; R1 points to next character
                61    50    20  3B  0104   453          SKPC    #^A/ /, R0, (R1)        ; skip blanks
                      37    15  0108   454          BLEQ    EXP_DONE                ; done if end of string
                      53    61  9A  010A   455          MOVZBL  (R1), R3                ; R3 = current char
                      09    53  D1  010D   456          CMPL    R3, #9                  ; Is it a tab?
                      EC    13  0110   457          BEQL    EXPON_DIGITS                    ; Yes, skip it
                      2B    53  D1  0112   458 10$:     CMPL    R3, #^A/+/              ; "+"?
                      0D    13  0115   459          BEQL    EXP_LOOP                ; yes, get digits
                      2D    53  D1  0117   460          CMPL    R3, #^A/-/              ; "-"?
                      0F    12  011A   461          BNEQ    EXP_CHECK               ; no, go check digit
                                011C   462 EXP_NEG:
          04 AE   20000000  8F  C8  011C   463          BISL    #M_NEG_DECEXP, FLAG(SP) ; exponent is negative
                                0124   464 EXP_LOOP:
                    0294  30    0124   465          BSBW    RGET                    ; get next character
                      50    D5  0127   466          TSTL    R0                      ; is string empty?
                      16    15  0129   467          BLEQ    EXP_DONE                ; done if true
                                012B   468 EXP_CHECK:
                      53    30  C2  012B   469          SUBL    #^A/0/, R3              ; convert to numeric
                      43    19  012E   470          BLSS    ERROR                   ; If negative, illegal character
                      09    53  D1  0130   471          CMPL    R3, #9                  ; is it a digit?
                      3E    1A  0133   472          BGTRU   ERROR                   ; branch to ERROR if not
                      52    0A  C4  0135   473          MULL    #10, R2                 ; add in new digit
                      39    1D  0138   474          BVS     ERROR                   ; overflow?
                      52    53  C0  013A   475          ADDL    R3, R2                  ; to exponent
                      34    1D  013D   476          BVS     ERROR                   ; overflow?
                      E3    11  013F   477          BRB     EXP_LOOP                ; get more exponent digits
                                0141   478
                                0141   479 EXP_DONE:
          03 04 AE    1D    E1  0141   480          BBC     #V_NEG_DECEXP, FLAG(SP), 1$     ; check for negative
                      52    52  CE  0146   481          MNEGL   R2, R2                  ; negate DECIMAL_EXPONENT
          04 AE   10000000  8F  C8  0149   482 1$:      BISL    #M_DECEXP, FLAG(SP)     ; exponent field exists
                                0151   483
                                0151   484
```

```
                     0151   486 ;+
                     0151   487 ; Done collecting input characters for digits and/or exponent
                     0151   488 ; If FAC=0, no scaling is necessary, just store 0.0 and return.
                     0151   489 ;-
                     0151   490
                     0151   491 SCALE:
                 59  D5  0151   492          TSTL    R9                          ; Check FAC for zero.
                 2B  12  0153   493          BNEQ    INIT_BINEXP                 ; Branch if not.
                     0155   494
                     0155   495 ;+
                     0155   496 ; Value is zero.
                     0155   497 ;-
                     0155   498
                     0155   499 ZERO:
          03   00   10 AE  8F  0155   500          CASEB   DTYPE(SP), #K_DTYPE_D, #K_DTYPE_F  ; Select on datatype
                   0008' 015A   501 1$:     .WORD   D_NUM-1$
                   000C' 015C   502         .WORD   G_NUM-1$
                   0010' 015E   503         .WORD   H_NUM-1$
                   0016' 0160   504         .WORD   F_NUM-1$
                     0162   505 D_NUM:
                 50  7C  0162   506          CLRQ    R0
                 0C  11  0164   507          BRB     ZERO_RET
                     0166   508 G_NUM:
                 50  7C  0166   509          CLRQ    R0
                 08  11  0168   510          BRB     ZERO_RET
                     016A   511 H_NUM:
                 50  7C  016A   512          CLRQ    R0                          ; zero out return value
                 52  7C  016C   513          CLRQ    R2
                 02  11  016E   514          BRB     ZERO_RET
                     0170   515 F_NUM:
                 50  D4  0170   516          CLRL    R0
                     0172   517 ;            BRW     ZERO_RET
                     0172   518
                     0172   519 ZERO_RET:
                     04  0172   520          RET                                 ; return.
                     0173   521
                     0173   522 ;+
                     0173   523 ; ERROR return
                     0173   524 ;-
                     0173   525
                     0173   526 ERROR:
                7E   00'8F  9A  0173   527          MOVZBL  #BAS$K_ILLNUM, -(SP)    ;
      00000000'GF    01  FB  0177   528          CALLS   #1, G^BAS$$STOP
                     D5  11  017E   529          BRB     ZERO                ; Set value to zero and exit
                     0180   530
                     0180   531 ;+
                     0180   532 ; Set R1 to the binary exponent [exponent bias + 128 - 1].
                     0180   533 ; 128 is number of fraction bits and 1 is
                     0180   534 ; for the MSB fraction bit which will be hidden later.
                     0180   535 ; BINARY_EXPONENT will be modified during normalization process.
                     0180   536 ;-
                     0180   537
                     0180   538 INIT_BINEXP:
          03   00   10 AE  8F  0180   539          CASEB   DTYPE(SP), #K_DTYPE_D, #K_DTYPE_F  ; Select on datatype
                   0008' 0185   540 1$:     .WORD   D_EXP-1$
                   000F' 0187   541         .WORD   G_EXP-1$
                   0016' 0189   542         .WORD   H_EXP-1$
```

```
                     001D' 018B    543                .WORD   F_EXP-1$
          51   00FF 8F    3C 018D    544 D_EXP:         MOVZWL  #^X80+^X7F>, R1         ; D-Floating
                  15      11 0192    545                BRB     EXP_COMMON
          51   047F 8F    3C 0194    546 G_EXP:         MOVZWL  #<^X400+^X7F>, R1       ; G-Floating
                  0E      11 0199    547                BRB     EXP_COMMON
          51   407F 8F    3C 019B    548 H_EXP:         MOVZWL  #<^X4000+^X7F>, R1      ; H-Floating
                  07      11 01A0    549                BRB     EXP_COMMON
                          01A2    550 F_EXP:
          51   00FF 8F    3C 01A2    551                MOVZWL  #<^X80+^X7F>, R1
                  00      11 01A7    552                BRB     EXP_COMMON
                          01A9    553
                          01A9    554 ;+
                          01A9    555 ; Find the true decimal exponent for the value expressed in FAC.
                          01A9    556 ; True decimal exponent = Explicit exponent - [scale factor] -
                          01A9    557 ; digits in fraction + number of overflows
                          01A9    558 ;-
                          01A9    559
                          01A9    560 EXP_COMMON:
               50   52    D0 01A9    561                MOVL    R2, R0                  ; R0 = DECIMAL_EXPONENT
                          01AC    562
               02   6C    91 01AC    563                CMPB    (AP), #2                ; optional scale factor present?
                  03      1F 01AF    564                BLSSU   20$                     ; no
               50   5A    C2 01B1    565                SUBL    R10, R0                 ; yes, adjust decimal exponent for
                          01B4    566                                                ; scale factor
         58    08   AE    C2 01B4    567 20$:           SUBL    DIGITS(SP), R8          ; adjust for digits in fraction
                          01B8    568
      0C   AE   50    58    C1 01B8    569                ADDL3   R8, R0, DECEXP(SP)     ; adjust decimal exponent for overflow
                  B4      1D 01BD    570                BVS     ERROR                   ; If overflow, error
                          01BF    571
```

```
                                01BF    573 ;+
                                01BF    574 ; Normalization.  Shift the value left until bit 31 of R7 is on.
                                01BF    575 ; Adjust the binary exponent appropriately.
                                01BF    576 ;-
                                01BF    577
                09    59    D1  01BF    578          CMPL    R9, #9                  ; Are there more than 9 digits?
                      35    15  01C2    579          BLEQ    N1                      ; If not, use N1.
                12    59    D1  01C4    580          CMPL    R9, #18                 ; Are there more than 18 digits?
                      1A    15  01C7    581          BLEQ    N2                      ; If not, use N2.
                                01C9    582 ;+
                                01C9    583 ; Process all four longwords, since there are more than 18 digits.
                                01C9    584 ;-
             40 57    1F    E0  01C9    585 N4:      BBS     #31, R7, REBASE         ; Quit when R7<31> = 1.
6E        55    01    1F    EF  01CD    586          EXTZV   #31, #1, R5, TEMP(SP)   ; Save bit lost in shift.
          54    54    01    79  01D2    587          ASHQ    #1, R4, R4              ; Shift low part by one bit.
          56    56    01    79  01D6    588          ASHQ    #1, R6, R6              ; Shift high part by one bit.
56        01    00    6E    F0  01DA    589          INSV    TEMP(SP), #0, #1, R6    ; Replace bit lost in shift.
                      51    D7  01DF    590          DECL    R1                      ; Adjust exponent by one.
                      E6    11  01E1    591          BRB     N4                      ; Go back and retest.
                                01E3    592 ;+
                                01E3    593 ; Process two low-order longwords only, since there are <= 18 digits.
                                01E3    594 ;-
51    00000040 8F    C2  01E3    595 N2:      SUBL    #64, R1                 ; Adjust exponent by 64.
               56    54    7D  01EA    596          MOVQ    R4, R6                  ; "Shift" by 64 bits.
                     51    D7  01ED    597 10$:     DECL    R1                      ; Adjust exponent by one.
          56   56    01    79  01EF    598          ASHQ    #1, R6, R6              ; Shift one bit.
                     F8    18  01F3    599          BGEQ    10$                     ; If R7<31> = 0, repeat.
                     54    7C  01F5    600          CLRQ    R4                      ; Clear low-order 64 bits.
                     14    11  01F7    601          BRB     REBASE                  ; Continue with next phase.
                                01F9    602 ;+
                                01F9    603 ; Process only the low-order longword, since there are <= 9 digits.
                                01F9    604 ;-
51    00000060 8F    C2  01F9    605 N1:      SUBL    #96, R1                 ; Adjust exponent by 96.
               57    54    D0  0200    606          MOVL    R4, R7                  ; "Shift" by 96 bits.
                     51    D7  0203    607 20$:     DECL    R1                      ; Adjust exponent.
          57   57    01    78  0205    608          ASHL    #1, R7, R7              ; Shift one bit.
                     F8    18  0209    609          BGEQ    20$                     ; If R7<31> = 0, repeat.
                     54    D4  020B    610          CLRL    R4                      ; Clear low-order longword.
                                020D    611
                                020D    612 ;+
                                020D    613 ; Rebasing.  R4-R7 now contains a binary fraction normalized with
                                020D    614 ; the radix point to the left of bit 31 of R7.  R1 contains the
                                020D    615 ; current binary exponent and DECEXP(SP) contains the current decimal
                                020D    616 ; exponent.
                                020D    617 ;
                                020D    618 ; Therefore, the number can be represented as:
                                020D    619 ;       2**b * fraction * 10**d
                                020D    620 ; where b is the binary exponent and d is the decimal exponent.  We
                                020D    621 ; call OTS$$CVT_MUL to multiply the number by some power of 10 such
                                020D    622 ; that d goes to zero and b goes to the appropriate value.  When d is
                                020D    623 ; zero, b contains the proper binary exponent.
                                020D    624 ;-
                                020D    625
                                020D    626 REBASE:
          58   14 AE    9E  020D    627          MOVAB   BINNUM(SP), R8          ; R8 is used by subroutine as base
          28 AE     51    D0  0211    628          MOVL    R1, BINEXP(SP)          ; Store binary exponent
          14 AE     54    7D  0215    629          MOVQ    R4, BINNUM+0(SP)        ; Store fraction
```

```
                1C AE    56    7D  0219    630          MOVQ    R6, BINNUM+8(SP)
                   57    0D    D0  021D    631          MOVL    #13, R7                 ; Highest bit number possibly
                                   0220    632                                          ; on in decimal exponent.
                      52 14    D0  0220    633 10$:     MOVL    #20, R2                 ; Initially, positive offset
                50    0C AE    D0  0223    634          MOVL    DECEXP(SP), R0          ; Get decimal exponent
                         41    13  0227    635          BEQL    FLOAT                   ; If zero, we're done
                         06    14  0229    636          BGTR    20$                     ; Positive?
                      52 14    CE  022B    637          MNEGL   #20, R2                 ; No, use negative offset
                      50 50    CE  022E    638          MNEGL   R0, R0                  ; Absolute value
                      10 50    D1  0231    639 20$:     CMPL    R0, #16                 ; Within linear table range?
                         0B    15  0234    640          BLEQ    50$                     ; Yes
                03 50    57    E0  0236    641 30$:     BBS     R7, R0, 40$             ; Is the R7th bit of R0 on?
                   F9 57    F4    023A    642          SOBGEQ  R7, 30$                 ; No, try again.
                                   023D    643                                          ; This can never fall through.
             50    57    0C    C1  023D    644 40$:     ADDL3   #12, R7, R0             ; Index is 12+bit position
                                   0241    645                                          ; because table is linear
                                   0241    646                                          ; from 0-16.
                      52 50    C4  0241    647 50$:     MULL2   R0, R2                  ; Get table offset
              00000000'GF    16  0244    648          JSB     G^OTS$$RET_A_CVT_TAB_R1 ; get convert table address (in R0)
                      52 50    C0  024A    649          ADDL2   R0, R2                  ; Table entry address
                      6E 57    D0  024D    650          MOVL    R7, TEMP(SP)            ; Save hi bit position
                57    28 AE    9E  0250    651          MOVAB   DECEXP+28(SP), R7       ; This is "common convert routine"
                                   0254    652                                          ; table base.  The +28 offsets
                                   0254    653                                          ; the -28 location of DEC_EXP
                                   0254    654                                          ; referenced in OTS$$CVT_MUL.
              00000000'GF    16  0254    655          JSB     G^OTS$$CVT_MUL          ; Do the multiplication
             57    6E    01    C3  025A    656          SUBL3   #1, TEMP(SP), R7        ; Get next bit position
                         C0    18  025E    657          BGEQ    10$                     ; Loop back if more
                                   0260    658
                                   0260    659 ;+
                                   0260    660 ; If we fall through here, then there are no more bits to reduce.
                                   0260    661 ; Test DECEXP to make sure.
                                   0260    662 ;-
                                   0260    663
                      OC AE    D5  0260    664          TSTL    DECEXP(SP)              ; Any bits still on?
                         05    13  0263    665          BEQL    FLOAT                   ; No, ok
                         15    19  0265    666          BLSS    UNDERFLOW               ; Negative, underflow
                      FF09    31  0267    667          BRW     ERROR                   ; Yes, exponent too big
```

```
                     026A    669 ;+
                     026A    670 ; Create a floating number from the fraction in BINNUM and the
                     026A    671 ; binary exponent in R1.  Each datatype has a separate routine
                     026A    672 ; to do this.
                     026A    673 ;-
                     026A    674
                     026A    675
                     026A    676 FLOAT:
              28 AE   D5     026A    677         TSTL    BINEXP(SP)                      ; Underflow?
                 0D   19     026D    678         BLSS    UNDERFLOW                       ; Yes
        03    00   10 AE   8F 026F    679         CASEB   DTYPE(SP), #K_DTYPE_D, #K_DTYPE_F
                    000B'   0274    680 10$:     .WORD   FLOAT_D-10$
                    0062'   0276    681         .WORD   FLOAT_G-10$
                    00A7'   0278    682         .WORD   FLOAT_H-10$
                    01D7'   027A    683         .WORD   FLOAT_F-10$
                     027C    684
                     027C    685 ;+
                     027C    686 ; Value underflowed.  Set to zero.
                     027C    687 ;-
                     027C    688
                     027C    689 UNDERFLOW:
                  FED6   31 027C    690         BRW     ZERO
                     027F    691
```

```
                     027F    693 FLOAT_D:
      56    1C AE    7D   027F    694          MOVQ    BINNUM+8(SP), R6        ; Restore fraction
51    28 AE    17   78   0283    695          ASHL    #23, BINEXP(SP), R1     ; Put exponent in proper place
               49   1D   0288    696          BVS     ERROR_D                 ; Error if overflows
            58 56   9A   028A    697          MOVZBL  R6, R8                  ; Extract rounding bits
56    56    F8 8F   79   028D    698          ASHQ    #-8, R6, R6             ; Shift fraction right 8 places
57  FF000000 8F   CA   0292    699          BICL    #^XFF000000, R7         ; clear possibly shifted bits
         57    51   C0   0299    700          ADDL    R1, R7                  ; Add in exponent
               35   1D   029C    701          BVS     ERROR_D                 ; overflow if hidden bit bumps
                    029E    702                                              ; exponent too far
      07 58    07   E1   029E    703          BBC     #7, R8, 15$             ; round bit is zero
               56   D6   02A2    704          INCL    R6                      ; round
            57  00   D8   02A4    705          ADWC    #0, R7
               2A   1D   02A7    706          BVS     ERROR_D                 ; Error?
   04 04 AE    1B   E1   02A9    707 15$:     BBC     #V_EXT_BITS, FLAG(SP), 17$
      18 BC    58   90   02AE    708          MOVB    R8, @ext_bits(AP)
   04 04 AE    1F   E1   02B2    709 17$:     BBC     #V_NEGATIVE, FLAG(SP), 20$  ; Set sign bit
      00 57    1F   E3   02B7    710          BBCS    #31, R7, 20$            ; insert sign bit to 1
                    02BB    711 20$:
    50   57    10   9C   02BB    712          ROTL    #16, R7, R0             ; rotate and store result
    51   56    10   9C   02BF    713          ROTL    #16, R6, R1
                    02C3    714
               5A   D5   02C3    715          TSTL    R10                     ; scale factor > 0 ?
               09   13   02C5    716          BEQL    25$                     ; no, return raw result
                    02C7    717
               5E   DD   02C7    718          PUSHL   SP                      ;
00000000'GF    01   FB   02C9    719          CALLS   #1, G^MTH$DINT          ; integerize the result
            00E7   31   02D0    720 25$:     BRW     EXIT                    ; All done
                    02D3    721
                    02D3    722 ERROR_D:
            FE9D   31   02D3    723          BRW     ERROR                   ; error return
                    02D6    724
```

```
                     02D6   726 FLOAT_G:
      56   1C AE    7D  02D6   727          MOVQ    BINNUM+8(SP), R6        ; Restore fraction
   51 28 AE      14  78  02DA   728          ASHL    #20, BINEXP(SP), R1     ; Put exponent in proper place
                 37  1D  02DF   729          BVS     ERROR_G                 ; Error if overflows
58 56    0B    00  EF  02E1   730          EXTZV   #0, #11, R6, R8         ; Extract rounding bits
   58    58    05  9C  02E6   731          ROTL    #5, R8, R8              ; Left adjust
   56    56 F5 8F  79  02EA   732          ASHQ    #-11, R6, R6            ; Shift fraction right 11 places
57 FFE00000 8F  CA  02EF   733          BICL    #^XFFE00000, R7         ; clear possibly shifted bits
         57    51  C0  02F6   734          ADDL    R1, R7                  ; Add in exponent
               1D  1D  02F9   735          BVS     ERROR_G                 ; overflow if hidden bit bumps
                     02FB   736                                          ; exponent too far
   04 04 AE    1B  E1  02FB   737 15$:     BBC     #V_EXT_BITS, FLAG(SP), 17$
      18 BC    58  B0  0300   738          MOVW    R8, @ext_bits(AP)
   04 04 AE    1F  E1  0304   739 17$:     BBC     #V_NEGATIVE, FLAG(SP), 20$      ; Set sign bit
      00 57    1F  E3  0309   740          BBCS    #31, R7, 20$            ; insert sign bit to 1
                     030D   741 20$:
   50   57    10  9C  030D   742          ROTL    #16, R7, R0             ; rotate and store result
   51   56    10  9C  0311   743          ROTL    #16, R6, R1
             00A2  31  0315   744          BRW     EXIT                    ; All done
                     0318   745
                     0318   746 ERROR_G:
             FE58  31  0318   747          BRW     ERROR                   ; error return
                     031B   748
```

```
                     031B   750 FLOAT_H:
      54    14 AE    7D  031B   751          MOVQ    BINNUM+0(SP), R4        ; Restore fraction
      56    1C AE    7D  031F   752          MOVQ    BINNUM+8(SP), R6
   51 28 AE    10    78  0323   753          ASHL    #16, BINEXP(SP), R1     ; Step 1
               4E    1D  0328   754          BVS     ERROR_H                 ; Error if overflows
58    54    0F    00    EF  032A   755          EXTZV   #0, #15, R4, R8         ; Extract rounding bits
      58    58    01    9C  032F   756          ROTL    #1, R8, R8              ; Left adjust
50    56    0F    00    EF  0333   757          EXTZV   #0, #15, R6, R0         ; shift right 15 places
   54    54    F1    8F  79  0338   758          ASHQ    #-15, R4, R4
   56    56    F1    8F  79  033D   759          ASHQ    #-15, R6, R6
55    0F    11    50    F0  0342   760          INSV    R0, #17, #15, R5
57    FFFE0000    8F    CA  0347   761          BICL    #^XFFFE0000, R7         ; clear possibly shifted bits
            57    51    C0  034E   762          ADDL    R1, R7                  ; Step 3
               25    1D  0351   763          BVS     ERROR_H                 ; overflow if hidden bit bumps
                     0353   764                                              ; exponent too far
   04 04 AE    1B    E1  0353   765 15$:     BBC     #V_EXT_BITS, FLAG(SP), 17$
      18 BC    58    B0  0358   766          MOVW    R8, @ext_bits(AP)
   04 04 AE    1F    E1  035C   767 17$:     BBC     #V_NEGATIVE, FLAG(SP), 20$      ; Step 4
      00 57    1F    E3  0361   768          BBCS    #31, R7, 20$            ; insert sign bit to 1
                     0365   769 20$:
      50    57    10    9C  0365   770          ROTL    #16, R7, R0             ; rotate and store result
      51    56    10    9C  0369   771          ROTL    #16, R6, R1
      52    55    10    9C  036D   772          ROTL    #16, R5, R2
      53    54    10    9C  0371   773          ROTL    #16, R4, R3
               0042    31  0375   774          BRW     EXIT
                     0378   775
                     0378   776 ERROR_H:
               FDF8    31  0378   777          BRW     ERROR                   ; error return
                     037B   778
```

```
                        037B   780 FLOAT_F:
      56   1C AE   7D  037B   781          MOVQ    BINNUM+8(SP), R6        ; Restore fraction
51    28 AE   17   78  037F   782          ASHL    #23, BINEXP(SP), R1     ; Put exponent in proper place
              31   1D  0384   783          BVS     ERROR_F                 ; Error if overflows
         58   56   9A  0386   784          MOVZBL  R6, R8                  ; Extract rounding bits
56    56   F8 8F   79  0389   785          ASHQ    #-8, R6, R6             ; Shift fraction right 8 places
57  FF000000 8F   CA  038E   786          BICL    #^XFF000000, R7         ; clear possibly shifted bits
         57   51   C0  0395   787          ADDL    R1, R7                  ; Add in exponent
              1D   1D  0398   788          BVS     ERROR_F                 ; overflow if hidden bit bumps
                       039A   789                                          ; exponent too far
   04 04 AE   1B   E1  039A   790 15$:     BBC     #V_EXT_BITS, FLAG(SP), 17$
      18 BC   58   90  039F   791          MOVB    R8, @ext_bits(AP)
   04 04 AE   1F   E1  03A3   792 17$:     BBC     #V_NEGATIVE, FLAG(SP), 20$  ; Set sign bit
      00 57   1F   E3  03A8   793          BBCS    #31, R7, 20$                ; insert sign bit to 1
                       03AC   794 20$:
    50   57   10   9C  03AC   795          ROTL    #16, R7, R0             ; rotate and store result
    51   56   10   9C  03B0   796          ROTL    #16, R6, R1
              0003   31  03B4   797          BRW     EXIT                    ; All done
                       03B7   798
                       03B7   799 ERROR_F:
              FDB9   31  03B7   800          BRW     ERROR                   ; error return
                       03BA   801
                       03BA   802
                       03BA   803
                       03BA   804 ;
                       03BA   805 ; Success exit
                       03BA   806 ;
                       03BA   807
                       03BA   808 EXIT:
                   04  03BA   809          RET                             ; return
                       03BB   810
```

```
                03BB   812          .SBTTL  RGET - get next character
                03BB   813
                03BB   814 ;+
                03BB   815 ; Subroutine RGET
                03BB   816 ;        input:
                03BB   817 ;                R0 = number of characters remaining in string
                03BB   818 ;                R1 = address of current character
                03BB   819 ;        output:
                03BB   820 ;                R0 is decremented by 1.  If R0 is now non-positive,
                03BB   821 ;                RGET returns immediately, indicating that the end
                03BB   822 ;                of the string has been reached.
                03BB   823 ;                If there is string remaining, R1 now points to the
                03BB   824 ;                new current character, and R3 has that character.
                03BB   825 ;
                03BB   826 ;-
                03BB   827
                03BB   828 RGET:
      50   D7   03BB   829          DECL    R0                      ; decrement length counter
      11   15   03BD   830          BLEQ    20$                     ; If string empty, return
      51   D6   03BF   831          INCL    R1                      ; R1 points to new character
53    61   9A   03C1   832          MOVZBL  (R1), R3                ; R3 gets character
09    53   D1   03C4   833          CMPL    R3, #9                  ; Is it a tab?
      F2   13   03C7   834          BEQL    RGET                    ; Yes
20    53   D1   03C9   835 10$:     CMPL    R3, #^A/ /              ; is character a blank?
      02   12   03CC   836          BNEQ    20$                     ; return if not
      EB   11   03CE   837          BRB     RGET                    ; yes
           05   03D0   838 20$:     RSB                             ; return
```

```
                        03D1   840          .SBTTL  MUL10_R9  -  multiply FAC by 10 and add digit in R3
                        03D1   841
                        03D1   842 ;+
                        03D1   843 ; Subroutine MUL10_R9
                        03D1   844 ;       input:
                        03D1   845 ;       R4-R7 - FAC
                        03D1   846 ;       R9 - count of decimal digits currently held in FAC
                        03D1   847 ;       output:
                        03D1   848 ;       R4-R7 - FAC*10 + digit in R3
                        03D1   849 ;       R9 - updated count
                        03D1   850 ;-
                        03D1   851
                        03D1   852 MUL10_R9:
          5C 59   09 F3 03D1   853          AOBLEQ  #9, R9, M1              ; If 9 or fewer digits, use M1.
             12   59 D1 03D5   854          CMPL    R9, #18                 ; If 18 or fewer digits,
                  40 15 03D8   855          BLEQ    M2                      ;  use M2.
                        03DA   856 ;+
                        03DA   857 ; Process entire octaword (four longwords), since there are > 18 digits.
                        03DA   858 ;-
                  50 DD 03DA   859 M4:      PUSHL   R0                      ; Free up a scratch register.
       50 55 01 1F EF 03DC   860          EXTZV   #31, #1, R5, R0         ; Save bit that will be lost.
          56 56 01 79 03E1   861          ASHQ    #1, R6, R6              ; Multiply high part by 2.
             56 50 C0 03E5   862          ADDL    R0, R6                  ; Replace bit lost in shift.
          54 54 01 79 03E8   863          ASHQ    #1, R4, R4              ; Multiply low part by 2.
       50 55 02 1E EF 03EC   864          EXTZV   #30, #2, R5, R0         ; Save bits that will be lost.
          7E 56 02 79 03F1   865          ASHQ    #2, R6, -(SP)           ; Multiply high part by 4.
             6E 50 C0 03F5   866          ADDL    R0, (SP)                ; Replace bits lost in shift.
          7E 54 02 79 03F8   867          ASHQ    #2, R4, -(SP)           ; Multiply low part by 4.
             54 8E C0 03FC   868          ADDL    (SP)+, R4               ; Add 8*FAC to 2*FAC.
             55 8E D8 03FF   869          ADWC    (SP)+, R5               ; ...
             56 8E D8 0402   870          ADWC    (SP)+, R6               ; ...
             57 8E D8 0405   871          ADWC    (SP)+, R7               ; ...
             54 53 C0 0408   872          ADDL    R3, R4                  ; Add digit in R3.
                09 1E 040B   873          BCC     20$                     ; If no carry, quit now.
             55 00 D8 040D   874          ADWC    #0, R5                  ; ...
             56 00 D8 0410   875          ADWC    #0, R6                  ; ...
             57 00 D8 0413   876          ADWC    #0, R7                  ; ...
             50 8E D0 0416   877 20$:     MOVL    (SP)+, R0               ; Restore scratch register.
                05 0419   878          RSB                             ; Return to caller.
                        041A   879 ;+
                        041A   880 ; Process two low-order longwords only, since there are <= 18 digits.
                        041A   881 ;-
       54 54 01 79 041A   882 M2:       ASHQ    #1, R4, R4              ; Multiply R4:R5 by 2.
       56 54 02 79 041E   883          ASHQ    #2, R4, R6              ; Multiply R4:R5 by 4.
          54 56 C0 0422   884          ADDL    R6, R4                  ; Add 8*FAC to 2*FAC (low).
          55 57 D8 0425   885          ADWC    R7, R5                  ; Add 8*FAC to 2*FAC (high).
          54 53 C0 0428   886          ADDL    R3, R4                  ; Add digit in R3.
          55 00 D8 042B   887          ADWC    #0, R5                  ; ...
             56 7C 042E   888          CLRQ    R6                      ; Restore R6:R7.
                05 0430   889          RSB                             ; Return to caller.
                        0431   890 ;+
                        0431   891 ; Process low-order longword only, since there are 9 or fewer digits.
                        0431   892 ;-
    54 6444 DE 0431   893 M1:       MOVAL   (R4)[R4], R4            ; Multiply R4 by 5.
    54 6344 3E 0435   894          MOVAW   (R3)[R4], R4            ; Multiply R4 by 2 and add R3.
       02 12 0439   895          BNEQ    10$                     ; If nonzero, quit now.
          59 D4 043B   896          CLRL    R9                      ; Reset digit count, since digit
```

```
                043D   897
                                                        ;  was not significant.
 05             043D   898 10$:    RSB                 ; Return to caller.
                043E   899
```

```
                     043E   901          .SBTTL  BAS$VAL_L       ; convert text (integer) to longword
                     043E   902
                     043E   903 ;++
                     043E   904 ;
                     043E   905 ; FUNCTIONAL DESCRIPTION:
                     043E   906 ;
                     043E   907 ;       BAS$VAL_L converts an ASCII string containing a text
                     043E   908 ;       representation of a decimal number to internal binary form.
                     043E   909 ;
                     043E   910 ;       The text representation converted is:
                     043E   911 ;               <0 or more blanks>
                     043E   912 ;               <"+", "-" or nothing>
                     043E   913 ;               <0 or more ASCII digits from "0" through "9">
                     043E   914 ;               <end of string>
                     043E   915 ;
                     043E   916 ;       Notes:
                     043E   917 ;         1.  Blanks and tabs are ignored.
                     043E   918 ;
                     043E   919 ; CALLING SEQUENCE:
                     043E   920 ;
                     043E   921 ;       status.wlc.v = BAS$VAL_L (in_str.rt.dx )
                     043E   922 ;
                     043E   923 ; INPUT PARAMETERS:
                     043E   924 ;
00000004             043E   925 ;       in_str  = 4                     ; Input string by descriptor
                     043E   926 ;
                     043E   927 ; IMPLICIT INPUTS:
                     043E   928 ;
                     043E   929 ;       NONE
                     043E   930 ;
                     043E   931 ; OUTPUT PARAMETERS:
                     043E   932 ;
                     043E   933 ;
                     043E   934 ; IMPLICIT OUTPUTS:
                     043E   935 ;
                     043E   936 ;       value in R0
                     043E   937 ;
                     043E   938 ; COMPLETION CODES:
                     043E   939 ;
                     043E   940 ;       SS$_NORMAL      - Successful completion
                     043E   941 ;       BAS$K_ILLNUM    - There was an invalid character in the input
                     043E   942 ;                         string, the value overflowed the range allowed,
                     043E   943 ;                         or value_size was invalid.  The result "value" is
                     043E   944 ;                         set to zero, unless value_size is invalid, in which
                     043E   945 ;                         case "value" is unpredictable.
                     043E   946 ;
                     043E   947 ; SIDE EFFECTS:
                     043E   948 ;
                     043E   949 ;       NONE
                     043E   950 ;
                     043E   951 ;--
                     043E   952
                0FFC 043E   953          .ENTRY  BAS$VAL_L, REGMASK
                     0440   954
 50  04 BC    7D     0440   955          MOVQ    @in_str(AP), R0         ; R0 = width of the input string
                     0444   956                                          ; R1 = address of the input string
      54    7C     0444   957          CLRQ    R4                      ; R4/R5 = ACC = 0
```

```
                     56   D4  0446   958          CLRL    R6                          ; clear flags
                                 0448   959
                                 0448   960 ;+
                                 0448   961 ;-
                                 0448   962
                61   50   20   3B  0448   963 5$:      SKPC    #^A/ /, R0, (R1)            ; skip blanks
                                 044C   964                                             ; R0 = #CHAR_REMAINING
                                 044C   965                                             ; R1 = POINTER_TO_INPUT
                                 044C   966                                             ; Z bit is set if R0 = 0
                     50   13    044C   967          BEQL    DONE_L                      ; branch to DONE if no non-blank
                09   61   91    044E   968          CMPB    (R1), #^X09                 ; is it a tab?
                     06   12    0451   969          BNEQ    7$                          ; If not, continue
                     51   D6    0453   970          INCL    R1                          ; Bump pointer
                     50   D7    0455   971          DECL    R0                          ; Decrement counter
                     EF   11    0457   972          BRB     5$                          ; Look for more.
                2D   61   91    0459   973 7$:      CMPB    (R1), #^A/-/                ; is the current char a "-" sign?
                     04   12    045C   974          BNEQ    10$                         ; no, branch to 10$
             05 56   1F   E3    045E   975          BBCS    #V_NEGATIVE, R6, DECIMAL_L
                                 0462   976                                             ; set negative flag and continue
                                 0462   977
                2B   61   91    0462   978 10$:     CMPB    (R1), #^A/+/                ; is current char a "+" sign?
                     04   12    0465   979          BNEQ    DIGIT_LOOP_L                ; no, branch to check if it is a digit
                                 0467   980
                                 0467   981 ;+
                                 0467   982 ; skip over "-" or "+" sign
                                 0467   983 ;-
                                 0467   984
                                 0467   985 DECIMAL_L:
                     50   D7    0467   986          DECL    R0                          ; R0 = #CHAR_REMAINING
                     51   D6    0469   987          INCL    R1                          ; R1 = POINTER_TO_INPUT
```

```
                     046B   989 ;+
                     046B   990 ; Loop to collect digits, treat blanks as zeroes, until the string is exhausted
                     046B   991 ; then branch to DONE
                     046B   992 ;-
                     046B   993
                     046B   994 DIGIT_LOOP_L:
                50   D7 046B   995         DECL    R0                      ; R0 = #CHAR_REMAINING
                2F   19 046D   996         BLSS    DONE_L                  ; branch to DONE if the string is exhausted
                     046F   997
                     046F   998 ;+
                     046F   999 ; Get next character, ignoring blanks & tabs.
                     046F  1000 ;-
                     046F  1001
                53   81   9A 046F  1002         MOVZBL  (R1)+, R3               ; get current char and adjust POINTER_TO_INP
                20   53   91 0472  1003         CMPB    R3, #^A/ /              ; compare char with blank
                     F4   13 0475  1004         BEQL    DIGIT_LOOP_L            ; yes, ignore it
                09   53   91 0477  1005         CMPB    R3, #^X09               ; Tab?
                     EF   13 047A  1006         BEQL    DIGIT_LOOP_L            ; Yes, ignore it
                     00   11 047C  1007         BRB     CHECK_DIGIT_L           ; Continue
                     047E  1008
                     047E  1009 ;+
                     047E  1010 ; Check if current char is a legal digit, accumulate it in ACC if yes and
                     047E  1011 ; then branch to DIGIT_LOOP if no overflow. Otherwise fall into ERROR.
                     047E  1012 ;-
                     047E  1013
                     047E  1014 CHECK_DIGIT_L:
                53   30   C2 047E  1015         SUBL    #^A/0/, R3              ; R3 = ASCII(current_char) - ASCII("0")
                     0E   19 0481  1016         BLSS    ERROR_L                 ; Error if less than "0"
                09   53   91 0483  1017         CMPB    R3, #9                  ; Is it greater than "9"?
                     09   14 0486  1018         BGTR    ERROR_L                 ; If so, error
          54   53   54   0A   7A 0488  1019         EMUL    #10, R4, R3, R4         ; #10 = radix
                     048D  1020                                                 ; R4 = LP(ACC), only LP(ACC) will be used in
                     048D  1021                                                 ; since R5 (=HP(ACC)) must be zero
                     048D  1022                                                 ; R3 = current digit
                     048D  1023                                                 ; R4/R5 = ACC = ACC * radix + current_digit
          55   D5 048D  1024         TSTL    R5                              ; compare R5 with 0, since a non-zero value
                     048F  1025                                                 ; in HP(ACC) meand overflow
          DA   13 048F  1026         BEQL    DIGIT_LOOP_L                    ; if no overflow branch back to get more
                     0491  1027                                                 ; character. Otherwise fall into ERROR
```

```
                     0491  1029 ;+
                     0491  1030 ; ERROR return
                     0491  1031 ;-
                     0491  1032
                     0491  1033 ERROR_L:
      7E   00'8F    9A   0491  1034          MOVZBL  #BAS$K_ILLNUM, -(SP)
00000000'GF          01   FB   0495  1035          CALLS   #1, G^BAS$$STOP
                     1A   11   049C  1036          BRB     EXIT_L                  ; exit with zero and error
                          049E  1037
                          049E  1038 ;+
                          049E  1039 ; DONE
                          049E  1040 ;-
                          049E  1041
                          049E  1042 DONE_L:
      12 56          1F   E1   049E  1043          BBC     #V_NEGATIVE, R6, 10$    ; branch if "-" wasn't seen
80000000 8F          54   D1   04A2  1044          CMPL    R4,#^X80000000          ; is it 2**31?
                     0D   13   04A9  1045          BEQL    EXIT_L                  ; yes, already correct!
                     54   D5   04AB  1046          TSTL    R4                      ; test for overflow
                     E2   19   04AD  1047          BLSS    ERROR_L                 ; if already negative, overflow
                  54 54   CE   04AF  1048          MNEGL   R4, R4                  ; answer is -R4
                     04   11   04B2  1049          BRB     EXIT_L                  ; Store result
                     54   D5   04B4  1050 10$:     TSTL    R4                      ; Overflow?
                     D9   19   04B6  1051          BLSS    ERROR_L                 ; If negative, yes
                          04B8  1052 EXIT_L:
                  50 54   D0   04B8  1053          MOVL    R4, R0                  ; Move longword result into R0
                     04   04BB  1054          RET
                          04BC  1055
```

```
                        .SBTTL  BAS$VAL_P - convert text to packed decimal

                ;++
                ; FUNCTIONAL DESCRIPTION:
                ;
                ;       This routine computes the packed decimal numeric value of an input string
                ;       by calling an RTL conversion routine and returns the value in the
                ;       destination descriptor.  If the input string doesn't contain a
                ;       legitimate packed decimal number the routine will signal a
                ;       noncontinuable error.
                ;
                ; FORMAL PARAMETERS:
                ;
                ;       STRING.rt.dx            pointer to input string descriptor
                ;       VALUE_DSC.wp.dsd        pointer to output packed decimal descriptor
                ;
                ; IMPLICIT INPUTS:
                ;
                ;       NONE
                ;
                ; IMPLICIT OUTPUTS:
                ;
                ;       NONE
                ;
                ; ROUTINE VALUE:
                ;
                ;       NONE
                ;
                ; SIDE EFFECTS:
                ;
                ;       This routine calls the conversion routine and therefore may signal any
                ;       of its errors or have any of its side effects.  In particular the
                ;       conversion routine calls STR$ routines and so may allocate or deallocate
                ;       dynamic string space and write lock strings for a short time.  It
                ;       may also signal BAS$K_ILLNUM if a non-numeric string is input.
                ;
                ;--

                ;++
                ;       The following is the Bliss code that this routine was
                ;       generated from.
                ;
                ;       FMP = .FP;
                ;       DO
                ;               BEGIN                                           ! search back for Basic fram
                ;               FMP = .FMP [BSF$A_SAVED_FP];
                ;               END
                ;       UNTIL (.FMP [BSF$A_HANDLER] EQLA BAS$HANDLER OR
                ;                  .FMP EQL 0);
                ;
                ;       IF BAS$CVT_T_P (STRING [0, 0, 0, 0],    ! string to be converted
                ;                       VALUE_DSC [0, 0, 0, 0],         ! place to put value
                ;                       ignore_blanks + ignore_tabs
                ;                       + (IF   .FMP NEQ 0 AND T.FMP [BSF$W_FCD_FLAGS] AND BSF$M_FCD_RND)
                ;                          THEN 0
                ;                          ELSE dont_round))                ! flags
                ;               NEQU SS$_NORMAL
```

```
                                04BC  1114 ;       THEN
                                04BC  1115 ;               BAS$$STOP (BAS$K_ILLNUM);                ! input non-numeric, error
                                04BC  1116 ;
                                04BC  1117 ;
                                04BC  1118 ;       RETURN
                                04BC  1119 ;       END;                                             !End of BAS$VAL_P
                                04BC  1120 ;
                                04BC  1121 ;--
                                04BC  1122
                         0FFC   04BC  1123          .ENTRY  BAS$VAL_P, REGMASK
                                04BE  1124
                                04BE  1125 ;+
                                04BE  1126 ; begin by searching back for a BASIC frame.
                                04BE  1127 ;-
          52    0C AD     D0   04BE  1128 1$:        MOVL    BSF$A_SAVED_FP(FP), R2           ; get saved frame pointer
   53  00000000'EF      9E   04C2  1129            MOVAB   BAS$HANDLER, R3                  ;
          53      62     D1   04C9  1130            CMPL    (R2), R3                         ; do we have a BASIC frame?
                  04     13   04CC  1131            BEQL    2$                               ; yes.
                  52     D5   04CE  1132            TSTL    R2                               ; no, have we run out of frames?
                  EC     12   04D0  1133            BNEQ    1$                               ; no, keep looking.
                               04D2  1134
                               04D2  1135 ;+
                               04D2  1136 ; we arrive here when we either:
                               04D2  1137 ;       - found a BASIC frame, or
                               04D2  1138 ;       - we ran out of frames.
                               04D2  1139 ;-
                  52     D5   04D2  1140 2$:        TSTL    R2                               ; did we indeed run out of frames?
                  09     13   04D4  1141            BEQL    3$                               ; yes.
       04 E6 A2     09     E1   04D6  1142            BBC     #BSF$M_FCD_RND, BSF$W_FCD_FLAGS(R2), 3$
                               04DB  1143                                                     ; no, was "round" bit-flag
                               04DB  1144                                                     ; set in caller's frame?
                               04DB  1145                                                     ; if it wasn't, goto 3$
                               04DB  1146
                               04DB  1147 ;+
                               04DB  1148 ; arrive here if:
                               04DB  1149 ;       - we found a BASIC frame, and the caller set the "round" bit-flag.
                               04DB  1150 ;-
                  50     D4   04DB  1151            CLRL    R0                               ; clear the "don't round" bit
                               04DD  1152                                                     ; in the flags longword that we
                               04DD  1153                                                     ; pass to the conversion routine
                  03     11   04DD  1154            BRB     4$                               ;
                               04DF  1155
                               04DF  1156 ;+
                               04DF  1157 ; arrive here if we either:
                               04DF  1158 ;       - ran out of frames, or
                               04DF  1159 ;       - we found a BASIC frame, but the caller didn't set the "round" flag.
                               04DF  1160 ;-
          50    08     D0   04DF  1161 3$:        MOVL    #dont_round, R0                  ; set the "don't round" bit
                               04E2  1162                                                     ; in the flags longword that
                               04E2  1163                                                     ; we pass to the conversion
                               04E2  1164                                                     ; routine
                               04E2  1165
                               04E2  1166 ;+
                               04E2  1167 ; call the routine BAS$CVT_T_P, which actually does the work.
                               04E2  1168 ;
                               04E2  1169 ; note: the "17" in the PUSHAB instruction that follows this is arrived at
                               04E2  1170 ; by adding the symbolic values for "ignore blanks" (1) and "ignore tabs" (16).
```

```
                                04E2  1171 ;-
                     11 A0   9F 04E2  1172 4$:       PUSHAB  17(R0)                  ; take whatever bits we have in
                                04E5  1173                                          ; the flags longword, add the
                                04E5  1174                                          ; "ignore blanks" and "ignore tabs"
                                04E5  1175                                          ; bits to it, and put it
                                04E5  1176                                          ; on the stack
                  7E    04 AC   7D 04E5  1177           MOVQ    string(AP), -(SP)   ; put passed string descriptor
                                04E9  1178                                          ; on the stack
      00000000'GF     03   FB 04E9  1179           CALLS   #3, G^BAS$CVT_T_P       ; call conversion routine
                01    50   D1 04F0  1180           CMPL    R0, #1                  ; success?
                      0B   13 04F3  1181           BEQL    5$                      ; yes, return
                  7E  00'8F   9A 04F5  1182           MOVZBL  #BAS$K_ILLNUM, -(SP)    ; no, set up to signal error
      00000000'GF     01   FB 04F9  1183           CALLS   #1, G^BAS$$STOP         ; signal it
                                0500  1184
                                0500  1185 ;+
                                0500  1186 ; all done, return
                                0500  1187 ;-
                             04 0500  1188 5$:       RET
                                0501  1189
                                0501  1190
                                0501  1191         .END
```

```
BAS$$SCALE_L_R1                 ********   X   00
BAS$$STOP                       ********   X   00
BAS$CVT_T_P                     ********   X   00
BAS$HANDLER                     ********   X   00
BAS$K_ILLNUM                    ********   X   00
BAS$VAL_D                       0000002D  RG   01
BAS$VAL_F                       0000001E  RG   01
BAS$VAL_G                       0000000F  RG   01
BAS$VAL_H                       00000000  RG   01
BAS$VAL_L                       0000043E  RG   01
BAS$VAL_P                       000004BC  RG   01
BINEXP                        = 00000028
BINNUM                        = 00000014
BSF$A_SAVED_FP                = 0000000C
BSF$M_FCD_RND                 = 00000009
BSF$W_FCD_FLAGS               = FFFFFFE6
CHECK_DIGIT                     000000A8  R    01
CHECK_DIGIT_L                   0000047E  R    01
COMMON                          00000054  R    01
CRY                           = 00000040
DECEXP                        = 0000000C
DECIMAL_L                       00000467  R    01
DECIMAL_POINT                   000000E8  R    01
DIGITS                        = 00000008
DIGIT_LOOP                      0000009E  R    01
DIGIT_LOOP_L                    0000046B  R    01
DONE_L                          0000049E  R    01
DONT_ROUND                    = 00000008
DTYPE                         = 00000010
D_EXP                           0000018D  R    01
D_NUM                           00000162  R    01
ERROR                           00000173  R    01
ERROR_D                         000002D3  R    01
ERROR_F                         000003B7  R    01
ERROR_G                         00000318  R    01
ERROR_H                         00000378  R    01
ERROR_L                         00000491  R    01
EXIT                            000003BA  R    01
EXIT_L                          000004B8  R    01
EXPON                           000000F6  R    01
EXPON_DIGITS                    000000FE  R    01
EXP_CHECK                       0000012B  R    01
EXP_COMMON                      000001A9  R    01
EXP_DONE                        00000141  R    01
EXP_LOOP                        00000124  R    01
EXP_NEG                         0000011C  R    01
EXT_BITS                      = 00000018
FLAG                          = 00000004
FLOAT                           0000026A  R    01
FLOAT_D                         0000027F  R    01
FLOAT_F                         0000037B  R    01
FLOAT_G                         000002D6  R    01
FLOAT_H                         0000031B  R    01
FRAME                         = 00000050
F_EXP                           000001A2  R    01
F_NUM                           00000170  R    01
G_EXP                           00000194  R    01
G_NUM                           00000166  R    01
H_EXP                           0000019B  R    01
H_NUM                           0000016A  R    01
INIT_BINEXP                     00000180  R    01
IN_STR                        = 00000004
K_DTYPE_D                     = 00000000
K_DTYPE_F                     = 00000003
K_DTYPE_G                     = 00000001
K_DTYPE_H                     = 00000002
L_2P31_DIV_10                 = 0CCCCCCC
MT                              00000431  R    01
M2                              0000041A  R    01
M4                              000003DA  R    01
MAKE_VALUE                      00000045  R    01
MTH$DINT                        ********   X   00
MUL10_R9                        000003D1  R    01
M_DECEXP                      = 10000000
M_DEC_POINT                   = 40000000
M_DIGIT                       = 00010000
M_NEG_DECEXP                  = 20000000
NT                              000001F9  R    01
N2                              000001E3  R    01
N4                              000001C9  R    01
NOT_DIGIT                       000000D2  R    01
OTS$$CVT_MUL                    ********   X   00
OTS$$RET_A_CVT_TAB_R1           ********   X   00
REBASE                          0000020D  R    01
REGMASK                       = 00000FFC
REGMASK_H                     = 00000FF0
RGET                            000003BB  R    01
SCALE                           00000151  R    01
SCALE_VAL                     = 00000008
STRING                        = 00000004
TEMP                          = 00000000
UNDERFLOW                       0000027C  R    01
V_DEC_POINT                   = 0000001E
V_DIGIT                       = 00000010
V_EXT_BITS                    = 0000001B
V_NEGATIVE                    = 0000001F
V_NEG_DECEXP                  = 0000001D
ZERO                            00000155  R    01
ZERO_RET                        00000172  R    01
```

Psect synopsis

PSECT name	Allocation	PSECT No.	Attributes
. ABS .	00000000 (0.)	00 (0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
_BAS$CODE	00000501 (1281.)	01 (1.)	PIC USR CON REL LCL SHR EXE RD NOWRT NOVEC LONG

Performance indicators

Phase	Page faults	CPU Time	Elapsed Time
Initialization	38	00:00:00.09	00:00:00.63
Command processing	129	00:00:00.42	00:00:01.91
Pass 1	111	00:00:02.76	00:00:06.12
Symbol table sort	0	00:00:00.11	00:00:00.11
Pass 2	203	00:00:02.23	00:00:05.00
Symbol table output	12	00:00:00.09	00:00:00.29
Psect synopsis output	3	00:00:00.02	00:00:00.05
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	498	00:00:05.72	00:00:14.11

The working set limit was 1050 pages.
20176 bytes (40 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 107 non-local and 48 local symbols.
1191 source lines were read in Pass 1, producing 28 object records in Pass 2.
0 pages of virtual memory were used to define 0 macros.

Macro library statistics

Macro library name	Macros defined
_255DUA28:[SYSLIB]STARLET.MLB;2	0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS$:BASVAL/OBJ=OBJ$:BASVAL MSRC$:BASVAL/UPDATE=(ENH$:BASVAL)

BASUDFWL
LIS

BASUNLOCK
LIS

BASVECTOR
LIS

BASVIRTUA
LIS

BASVAL
LIS

BASVIRTIO
LIS

BASUNWIND
LIS

BASUPDATE
LIS

BASVECTR2
LIS